

AMENDMENTS TO THE CLAIMS

1. (Currently Amended) A content display apparatus displaying a content including a plurality of objects, wherein each of said plurality of objects are one of a character, image and graphic symbol, and wherein a priority in display is assigned to each of said plurality of objects, the content display apparatus comprising:

complexity calculating means for calculating complexity when displaying said content based on said plurality of objects; and

control means for suppressing display of ~~part~~ at least one of the objects included in said content based on said calculated complexity, said priorities, and an upper limit of processing capability of the apparatus.

2. (Previously presented) The content display apparatus according to claim 1, wherein said content includes animation formed of a plurality of frames,
said complexity calculating means calculates complexity in display for each of said plurality of frames, and

said control means performs control of display of each of said plurality of frames.

3. (Previously presented) A content display apparatus displaying a content, priorities being assigned to functions for displaying objects, comprising:

complexity calculating means for calculating complexity when displaying said content; and

control means for invalidating part of the functions for displaying said objects based on said calculated complexity, said priorities, and an upper limit of processing capability of the apparatus.

4. (Original) The content display apparatus according to claim 3, wherein said content includes animation formed of a plurality of frames,
said complexity calculating means calculates complexity in display for each of said plurality of frames, and

said control means performs control of display of each of said plurality of frames.

5. (Previously presented) A content display apparatus displaying animation formed of a plurality of frames as a content, comprising:

complexity calculating means for calculating, for each of said plurality of frames, complexity when displaying the relevant frame; and

control means for suppressing display of the frame for which said calculated complexity exceeds an upper limit of complexity.

6. (Currently Amended) A computer-readable medium, storing instructions, executed by a processor, to perform a method for displaying a content including a plurality of objects, wherein each of said plurality of objects are one of a character, image and graphic symbol, and wherein a priority in display is assigned to each of said plurality of objects the method comprising:

calculating complexity when displaying said content based on said plurality of objects; and

suppressing display of part at least one of the objects included in said content based on said calculated complexity, said priorities, and an upper limit of processing capability of the apparatus.

7. (Currently Amended) The computer readable medium according to claim 6, wherein said content includes animation formed of a plurality of frames,
said complexity calculating step includes calculating complexity in display for each of said plurality of frames, and

said control step includes ~~f~~performing control of display of each of said plurality of frames.

8. (Previously presented) A computer readable medium storing a set of instructions, executed by a processor, to perform a method for displaying a content, priorities being assigned to functions for displaying objects, the method comprising:

calculating complexity when displaying said content; and

invalidating part of the functions for displaying said objects based on said calculated complexity, said priorities, and an upper limit of processing capability of the apparatus.

9. (Previously presented) The computer readable medium according to claim 8, wherein said content includes animation formed of a plurality of frames,

said complexity calculating step includes calculating complexity in display for each of said plurality of frames, and

said control step includes performing control of display of each of said plurality of frames.

10. (Previously presented) A computer readable medium storing a set of instructions, executed by a processor, to perform a method for displaying animation formed of a plurality of frames as a content, the method comprising:

calculating, for each of said plurality of frames, complexity when displaying the relevant frame; and

suppressing display of the frame for which said calculated complexity exceeds an upper limit of complexity.

11. (Currently Amended) A content display method for displaying a content including a plurality of objects, wherein each of said plurality of objects are one of a character, image and graphic symbol, and wherein a priority in display is assigned to each of said plurality of objects, comprising:

calculating complexity when displaying said content based on said plurality of objects; and

suppressing display of ~~part~~ at least one of the objects included in said content based on said calculated complexity, said priorities, and an upper limit of processing capability of the apparatus.

12. (Previously presented) The content display method according to claim 11, wherein said content includes animation formed of a plurality of frames,
said complexity calculating step includes calculating complexity in display for each of said plurality of frames, and

said control step includes performing control of display of each of said plurality of frames.

13. (Previously presented) A content display method for displaying a content, priorities being assigned to functions for displaying objects, comprising:

the complexity calculating step of calculating complexity when displaying said content; and

the control step of invalidating part of the functions for displaying said objects based on said calculated complexity, said priorities, and an upper limit of processing capability of the apparatus.

14. (Original) The content display method according to claim 13, wherein
said content includes animation formed of a plurality of frames,
said complexity calculating step includes the step of calculating complexity in display for
each of said plurality of frames, and
said control step includes the step of performing control of display of each of said plurality of
frames.

15. (Previously presented) A content display method for displaying animation formed of a
plurality of frames as a content, comprising:
the complexity calculating step of calculating, for each of said plurality of frames,
complexity when displaying the relevant frame; and
the control step of suppressing display of the frame for which said calculated complexity
exceeds an upper limit of complexity.

16. (Previously Presented) A computer readable recording medium recorded with the content
display program according to claim 6.

17. (Previously presented) The content display apparatus of claim 1, further comprising:
communicating means for communicating with an external device to receive the content to be
displayed, the received content including the plurality of objects and the priority assigned to each of
the plurality of objects.